

VISIT...

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Tutor Teaching Tips

Case of the Vanishing Anasazi (v)

MATERIALS

Leveled reader

Graphic organizer

Game cards

Graphic organizer;
Leveled reader

Before Reading



3–5 minutes

BUILD BACKGROUND: Ask: *What do you know about the Anasazi? What do you think happened to them?*

PREVIEW THE BOOK: Show the child the covers of the book, and read the title. Ask: *What do you think might happen in this story?* Open the book to the table of contents. Ask the child what clues the chapter heads provide about what might happen in the book. Have the child look at the illustrations in the book to get a sense of what happens in the story.

Point to a word in bold in the text, for example, *mesa* on page 5, and show the child how to find it in the glossary.

During Reading



10–15 minutes

Ask the child to read pages 4–14 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading



10–15 minutes

RETELL: Ask the child to retell the part of the story he/she read on pages 4–14. If necessary, prompt by asking: *What else happened?*

GRAPHIC ORGANIZER: After reading pages 4–14, have the child write the names of the characters, and where and when the story takes place. Then have him/her write the mystery the main character wants to solve, and any clues that might help him. If the child has difficulty, help him/her find the information in the book and read it aloud. Ask the child to predict how he/she thinks the mystery will be solved.

CRITICAL THINKING: Ask the child if he/she would have left the group to try to solve a mystery, and to explain why or why not.

VOCABULARY GAME: Point out the word *beautiful* on page 8 and the suffix *-ful*, which means “full of.” Repeat with the word *humanity* on page 15, explaining that the suffix *-ity* refers to a state of something. Point out the word *decoder* on page 6 and the prefix *de* that means “the opposite of.” Repeat with the word *disapproving* on page 5 and the prefix *dis* that means “not” or “the opposite of.” Spread the cards face down on the table with the prefix/suffix cards on one side and the word cards on another. Have the child turn over a prefix/suffix card and a word card. If the cards make a word, the child can keep the cards. If not, the child turns the cards back over. It is now your turn.

Home Connection

Have the child finish reading the book at home and complete the graphic organizer.



Characters	Setting: Place and Time
Mystery (Problem to be Solved)	
Clues	
Solution to Mystery	
Who was Jake? How do you know?	

INSTRUCTIONS: Write the characters and setting in the top boxes. Then write what the mystery in the story is. As you read, write clues that will help solve the mystery. Complete the graphic organizer when you finish reading the book.



Game Cards

Case of the Vanishing Anasazi (V)

dis

agree

dis

trust

de

face

de

frost

ful

care

ful

fear

agile

ity

humid

ity

doubt

ful

dis

miss